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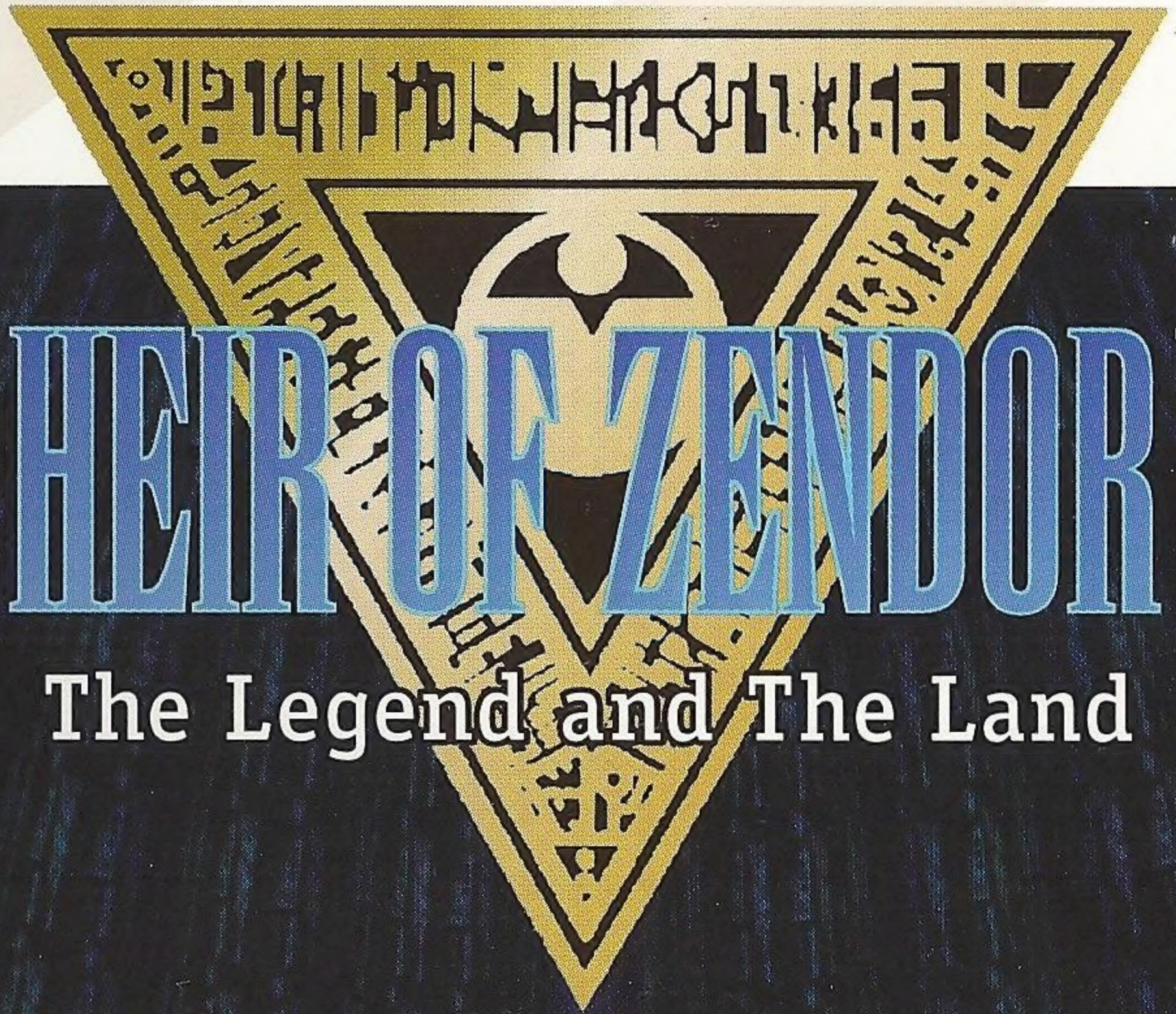
KOEI



TM

SEGA SATURN

T-7605H



HEIR OF ZENDOR™

The Legend and The Land



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FOR PLAY ON THE SEGA SATURN™ SYSTEM.



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This game has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth — wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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KOEI CORPORATION

HEIR OF ZENDOR

TABLE OF CONTENTS

Heir of Zendor: The Story	4
Main Characters	6
The World of the Prince	8
Key to Play	10
Starting the Game	10
Game Selection	11
Starting a Stage	11
Engaging the Enemy	12
Saving Game Data	13
Operating the Controls	14
The Control Pad	14
The Mouse	16
Deployment Mode	
Deploy Ships	17
Report	18
Armament	19
Objective	20
Settings	20
Engage Enemy	20
Deploying Units	21
Combat Mode	22

TABLE OF CONTENTS

Main Menu	22
Turn Over	23
Select Ship	23
Report	23
Objective	23
Self-destruct	23
Settings	23
Maneuver Menu	24
Move	25
Attack	27
Stand-by	27
Weapon	28
Formation	28
Break	29
Leave	29
Turn	29
Cloak	30
Unveil	30
Repair	30
Commands at a Glance	31
Radar Screens	32
Major Warships	34
Weapons List	36
Formation Types	37
Credits	38
Warranty	39
Customer Support	40

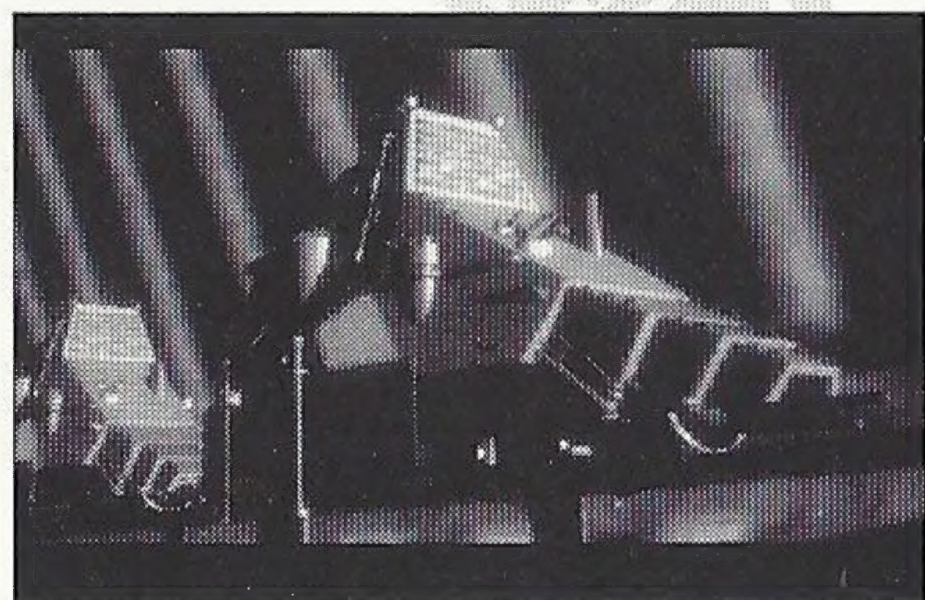
HEIR OF ZENDOR

HEIR OF ZENDOR: THE STORY



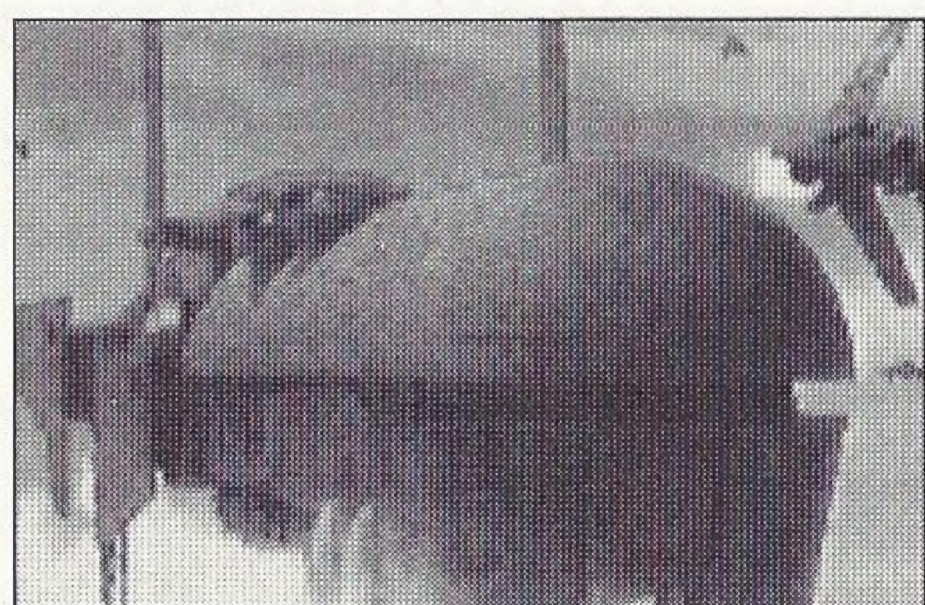
Welcome to a world so rich in anti-gravity ores that even continents float in the sky.

Long ago, the inhabitants smelted the ores into metal and built ships that floated effortlessly in the sky. Commerce grew until, tempted by the profits, pirates began to prey upon the traders. The pirates formed a powerful organization known as The Guild. The govern-



ments created the Alliance of City-States in response. After the Pirates Guild had been dismembered, the City-States began to fight among themselves for control of the skies.

Using the technology and abundant natural resources at their disposal, the rulers of each city fought ruthlessly in a war which no one knew how to end.



Then the giant battleships kept off-limits on Terra Sancta mysteriously awoke from their ancient slumber and put an end to the war, their automatic programs attacking friend and foe alike with vast destructive

power. The continents were shattered, with great loss of life and property.

THE STORY

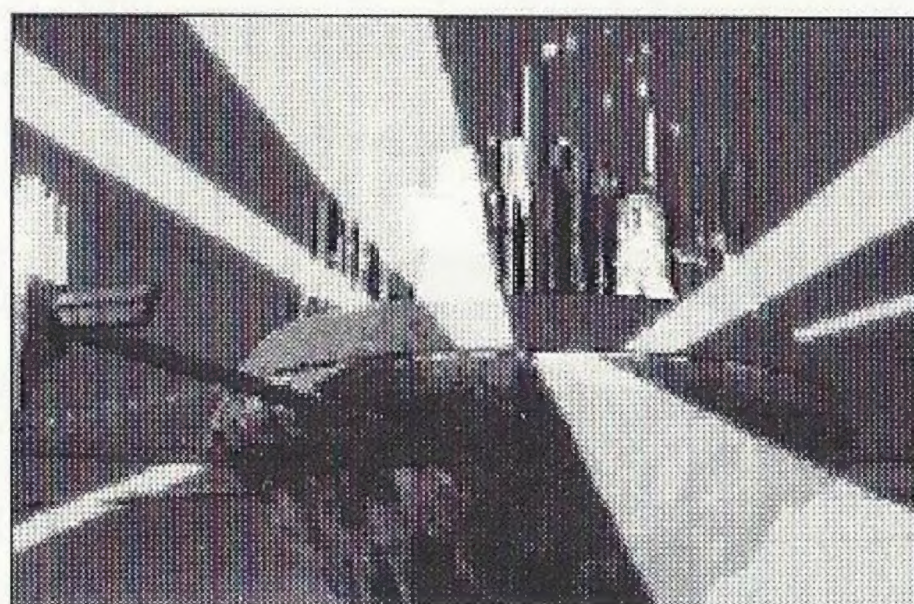
A few lucky survivors eked out a living on the small bits of land that remained. However, without any continents, the planet lost the capacity to store significant amounts of fresh water, essential for life on land. Terra Sancta, the sole remaining continent, was guarded against human intrusion by the giant battleships and a powerful surveillance system.



Yet one man penetrated the defense system and obtained the precious water, which he controlled together with a council of five disciples who came to be called the "Five Kings."



Over the years, the difference between the kingdoms and the other city-states became more pronounced. As the population grew, water again became scarce and resentment towards the kings grew. Here and there the flames of rebellion leapt up. Soon the entire planet was engulfed in war between rebels using guerrilla tactics against the Alliance of City States and the Kings, who opposed them.



One day, while flying a routine mission to escort a convoy of water tankers...

HEIR OF ZENDOR

MAIN CHARACTERS

Hero (= THE PLAYER) (AGE 22)



The Prince of Zendor. Commander of the Zendorian Squadron of the Royal Alliance Expeditionary Force. When he was twenty years old, he bade farewell to his father, off on a routine mission to escort some water tankers home to Zendor. After the report that his father had been killed by rebels, the Prince assumed the mantle of government, leading the Zendorian Brigade into battle.

Gotch (AGE 45)



Military advisor to the Prince, he has also earned the trust of the kings as a shrewd strategist. When the Prince joined the Expeditionary Force, the Kings assigned Gotch as his advisor.

Azuma (AGE 32)



Military advisor to the Prince. A senior Zendorian officer at the time the Prince was mustered in, he accompanies the Prince as part of the Expeditionary Force.

MAIN CHARACTERS

Valice (AGE 27)



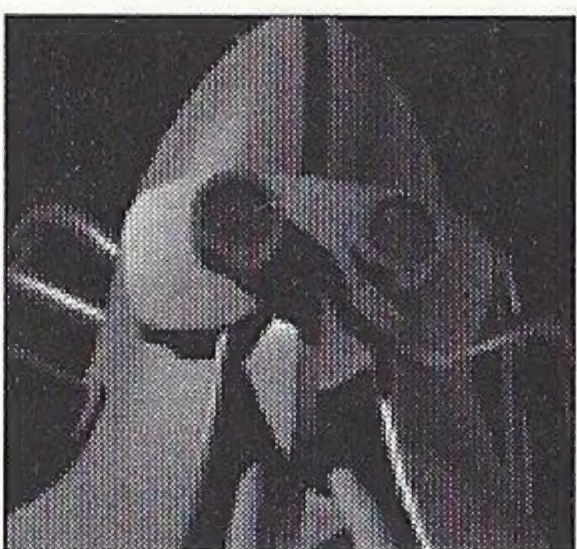
General of the Blue King's Royal Guard. She has overall command of the units in the Expeditionary Force. Her subordinates respect her ability to combine a feminine attention to detail with heroic valor lacking in many men.

Rhanda (AGE 18)



General of the Eglia Defense Corps, a unit comprised entirely of women. Her talents led to her becoming the youngest general of any Defense Corps on the planet.

The Kings



The Five Kings are the only members of the Supreme Council, which rules the Kingdom. They decide everything, including the major affairs of city states participating in the Alliance. In order to maintain equality, their individuality and personalities have been suppressed. Thus they are called after their color codes: Gray, Amber, Blue, Crimson, and Black.

HEIR OF ZENDOR

THE WORLD OF THE PRINCE

The Everlasting War

An ancient, long-lasting war between the city-states for dominance of the skies. Giant battleships suddenly emerged from their forgotten sleeping places and destroyed the continents, thus putting an end to the war.

The Kingdom

Ruled by the Supreme Council of the Five Kings who control access to the water of Terra Sancta. The Nemian monks oversee the state religion.

The Alliance of City-States

City-states allied with the Kingdom. They have natural and human resources which permit them to trade with the Five Kings for water.

Water

The planet's most precious substance. After the destruction of the continents at the end of the Everlasting War, the remaining small floating islands contained only traces of ground water. The resulting changes in climate and plant life made water even more scarce, creating a vicious cycle of increasing desertification.

Terra Sancta (THE LAND OF THE ANCIENTS)

Ruins of a technologically advanced civilization litter the landscape, their origins lost in the mists of time. This is a sacred continent for the Nemians, who retain many of the ancient beliefs without understanding what they mean. The gigantic battleships are sequestered here.

The Rebels

Discontent with vagaries of water supply drove these former allies into opposition with the Kings and the Alliance.

The Royal Alliance Expeditionary Force

Forces of the allied city-states in service of the Five Kings. The number of ship in each squadron depends on the size of the nation. All princes of the blood have a duty to serve in the armed forces after their eighteenth birthday.

Royal Forces Command Hierarchy

Supreme Council
of Five Kings

General

Black Guards
Duty: Protect Terra
Sancta

General

Crimson Guards
Duty: Maintain Security
within the kingdoms

General

Blue Guards
Duty: Coordinate
activities of allied forces

Allied Expeditionary Force

General

Amber Guards
Duty: Protect the
kingdoms from invaders

General

Gray Guards
Duty: Guard the Nemian
Monastery

Armed Nemian Monks

Military Organization of a City State

Prince of
potentate

Allied Expeditionary
Force

Standing Army

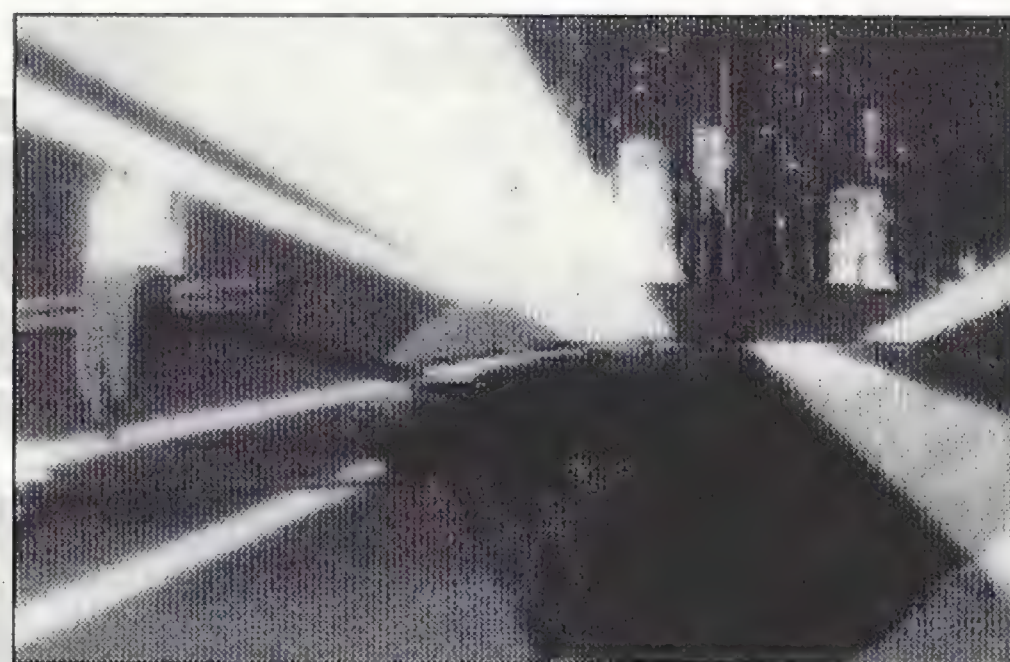
Metropolitan Defense
Force

HEIR OF ZENDOR

KEY TO PLAY

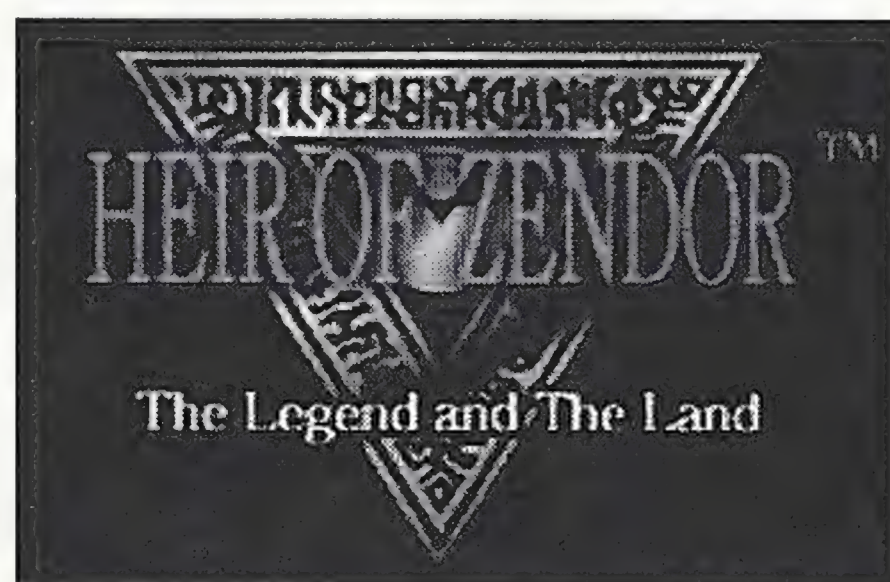
About the "Heir of Zendor"

The "Heir of Zendor" is a scenario-type simulation game where a single story is constructed from stages that are linked together. The story can develop in many different paths, depending on the player's choices, the outcome of battles, and the status before the next stage begins. Even after the game is cleared, you can still restart the game with your experienced units.



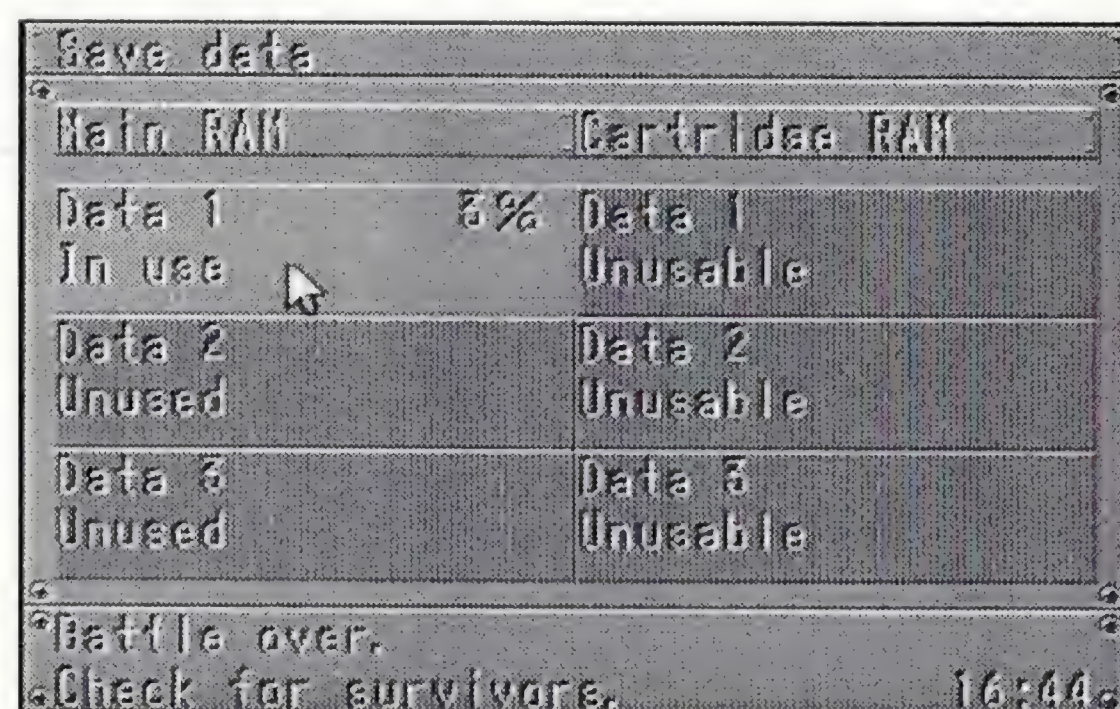
Starting the game

1. Make sure the power is turned OFF.
2. Open the CD drive door and insert the Heir of Zendor game CD with the label facing upward.
3. Close the door and turn the game system ON.
4. First the introduction will appear, followed by the title screen. To go directly to the title screen, push the Start Button any time during the introduction.
5. When the title screen appears, press the Start button to start the game.



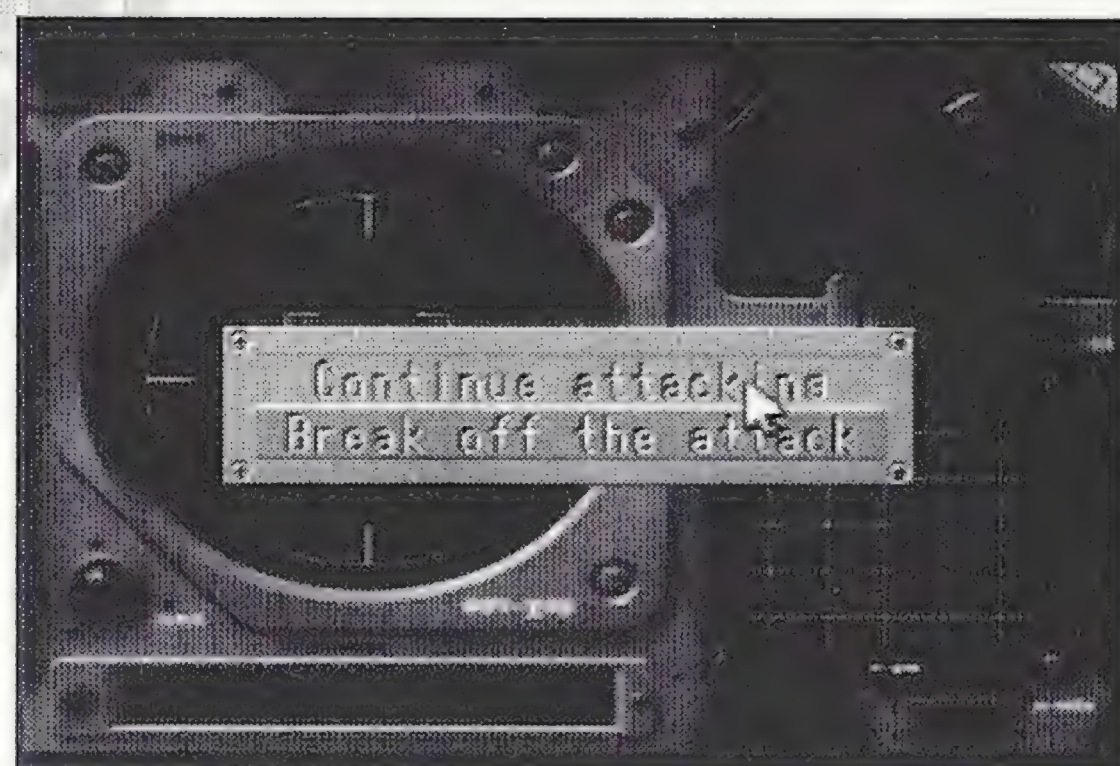
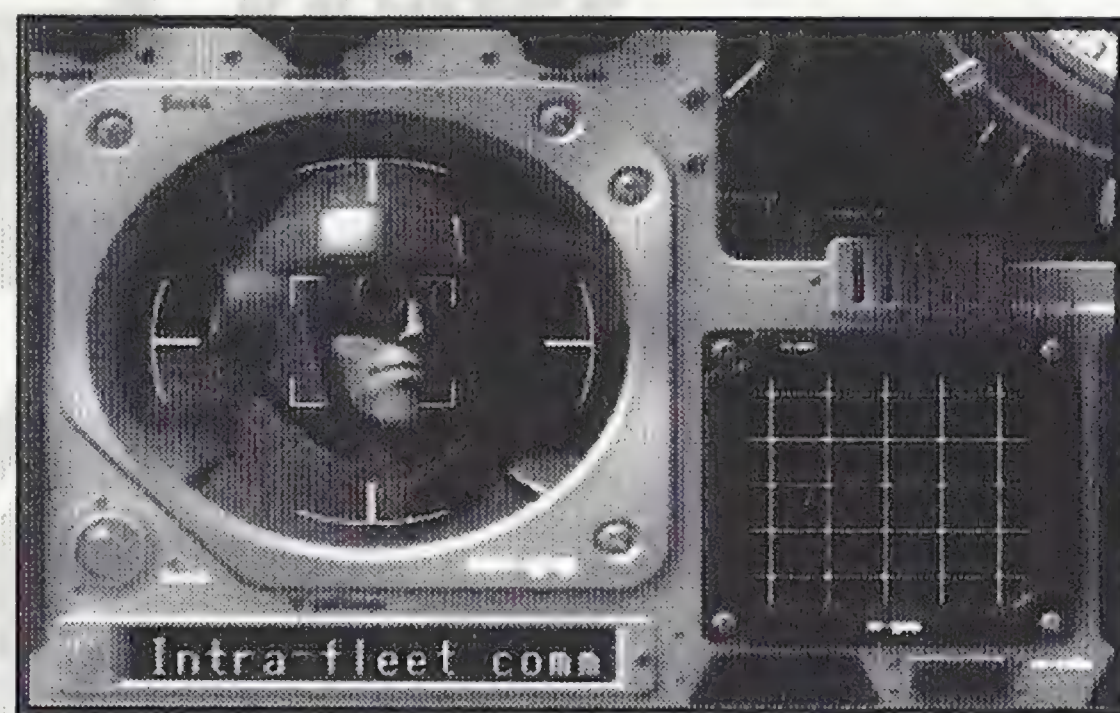
Game Selection

Select “Start new game” if you are playing for the first time or if no data has been saved. Select “Load saved game” if data from a previous game exists. When the data selection screen appears, use the Directional Pad to select the data to be used, then press the Button C (or Button A for the Mouse).



Starting a Stage

Each stage begins with a scenario, namely, a visual scene with audio clues that brief you, the player, on the situation facing your character, the Prince. You are then given a chance to position your ships in Deployment Mode (p. 17). Confirm the stage's objective with the “Objective” command and then place the necessary units for battle. In some scenarios, after the battle, a dialog box may ask you to decide your next action.

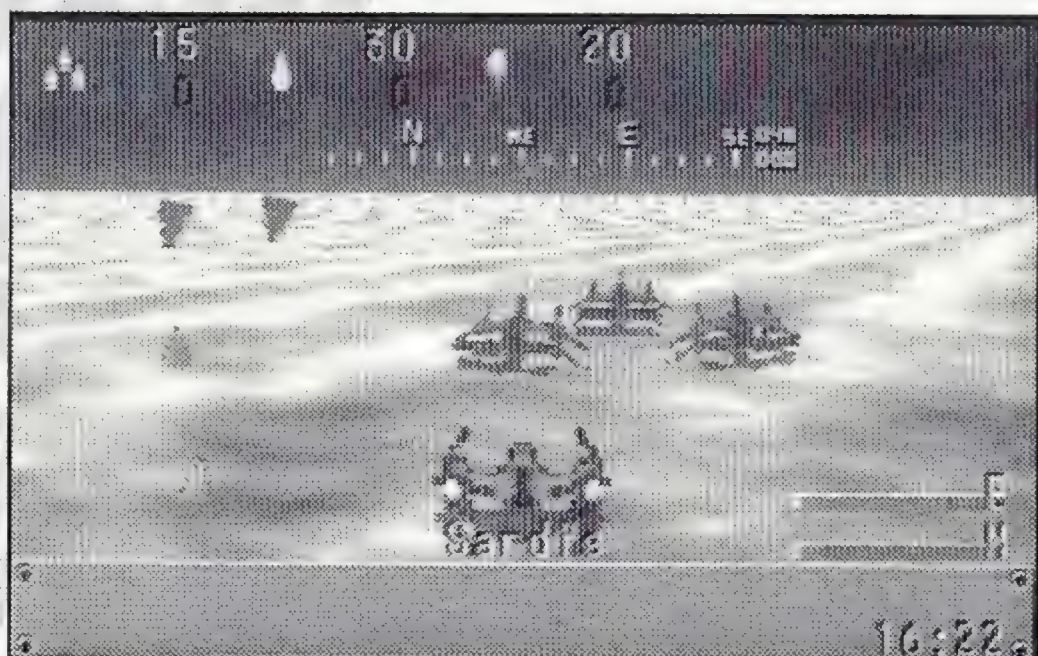


HEIR OF ZENDOR

Engaging the Enemy

Select "Engage enemy" to begin combat. The battle is played out between friend and foe until the conditions for ending the stage are fully met. In some scenarios the situation will change in mid-battle, and the player will be asked to make a choice. Furthermore, depending on the player's choices, a stage may end in the midst of action. Each stage has a different objective for the player to achieve in battle.

The game ends if the Endurance Value (p. 18) of the player's flagship drops to zero or if a battle is lost.

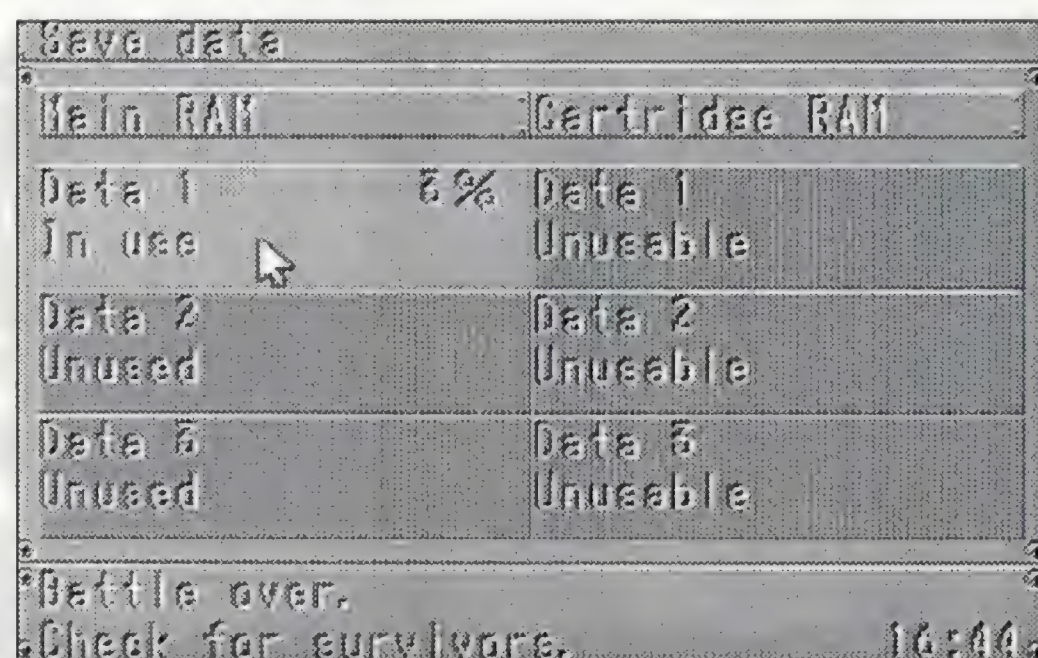
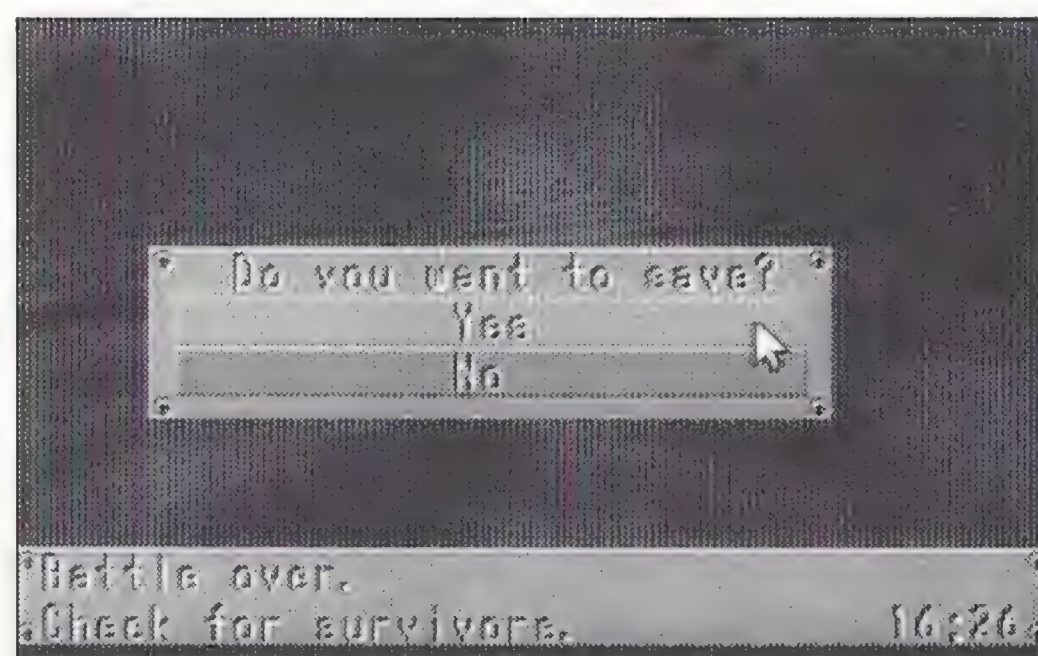


Saving Game Data

After a stage is cleared, you may choose to save the data. You will be asked whether or not you would like to save. Respond by selecting "Yes" or "No." "Yes" will bring up the Save Data Screen and allow you to select a save slot. If you don't save data, all records of that stage will be lost when the game is reset or when the power is turned off.

You may save up to 3 games in System Memory and additional 3 games in separately-sold Backup RAM Cartridge (total: 6).

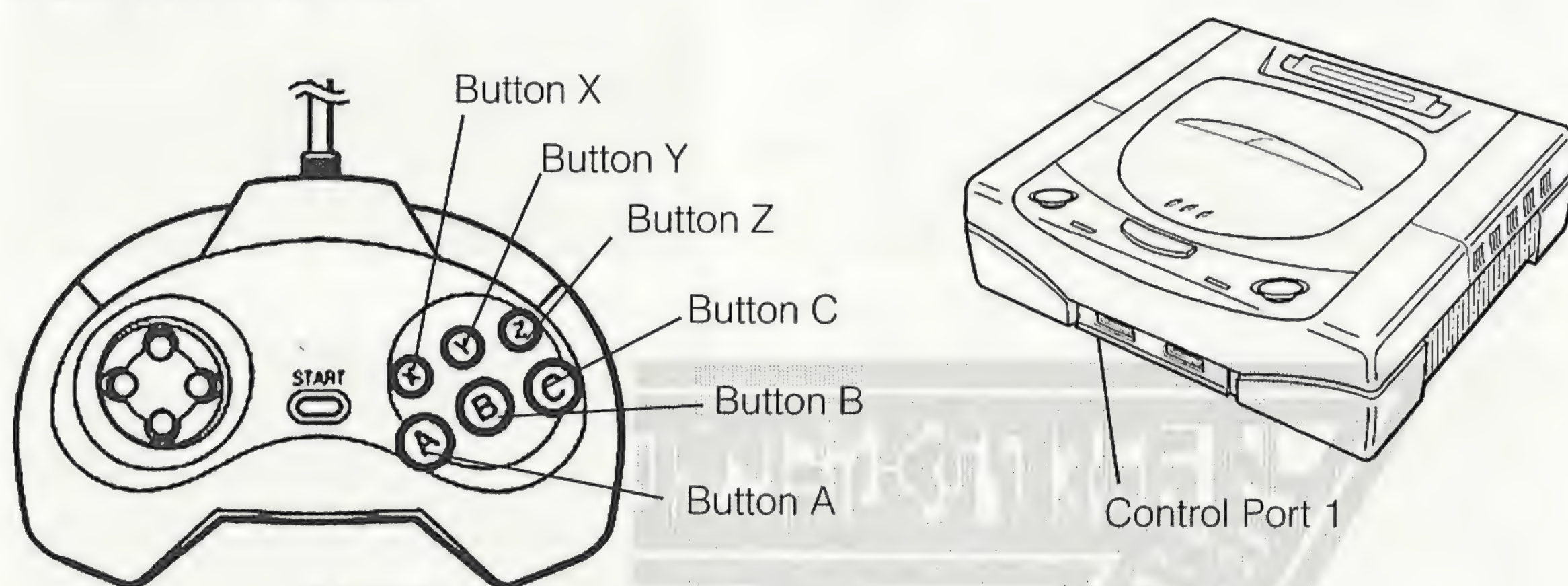
A warning message at the beginning of a game will tell you if the RAM is insufficient or needs to be initialized. At the Audio CD control screen, use Button C to access the Memory Manager Screen, initialize the RAM or clear unused data, and make space for saving new data.



HEIR OF ZENDOR

OPERATING THE CONTROLS

The Control Pad



Directional Pad

Use this button to make selections from screen menus, move the cursor, select and deploy units, move units on the screen, and move the gun sight during an attack.

Start Button

Use this to start the game.

Button A

Press quickly to switch between short-range and General Radar. Hold down to display full-screen radar; release to return to the previous screen.

Button B

Use this to open the main menu in the Combat Mode or to cancel a menu command.

OPERATING THE CONTROLS

Button C

Use this to finalize a menu or command selection.

Left Shift Button

This rotates ships towards the left on the Deployment or Maneuvering screens. It also aligns the cursor with the ships in the order in which they were selected in the Deployment screen.

Right Shift Button

This rotates ships towards the right on the Deployment or Maneuvering screens. The cursor goes to the last ship that was selected on the Deployment screen.

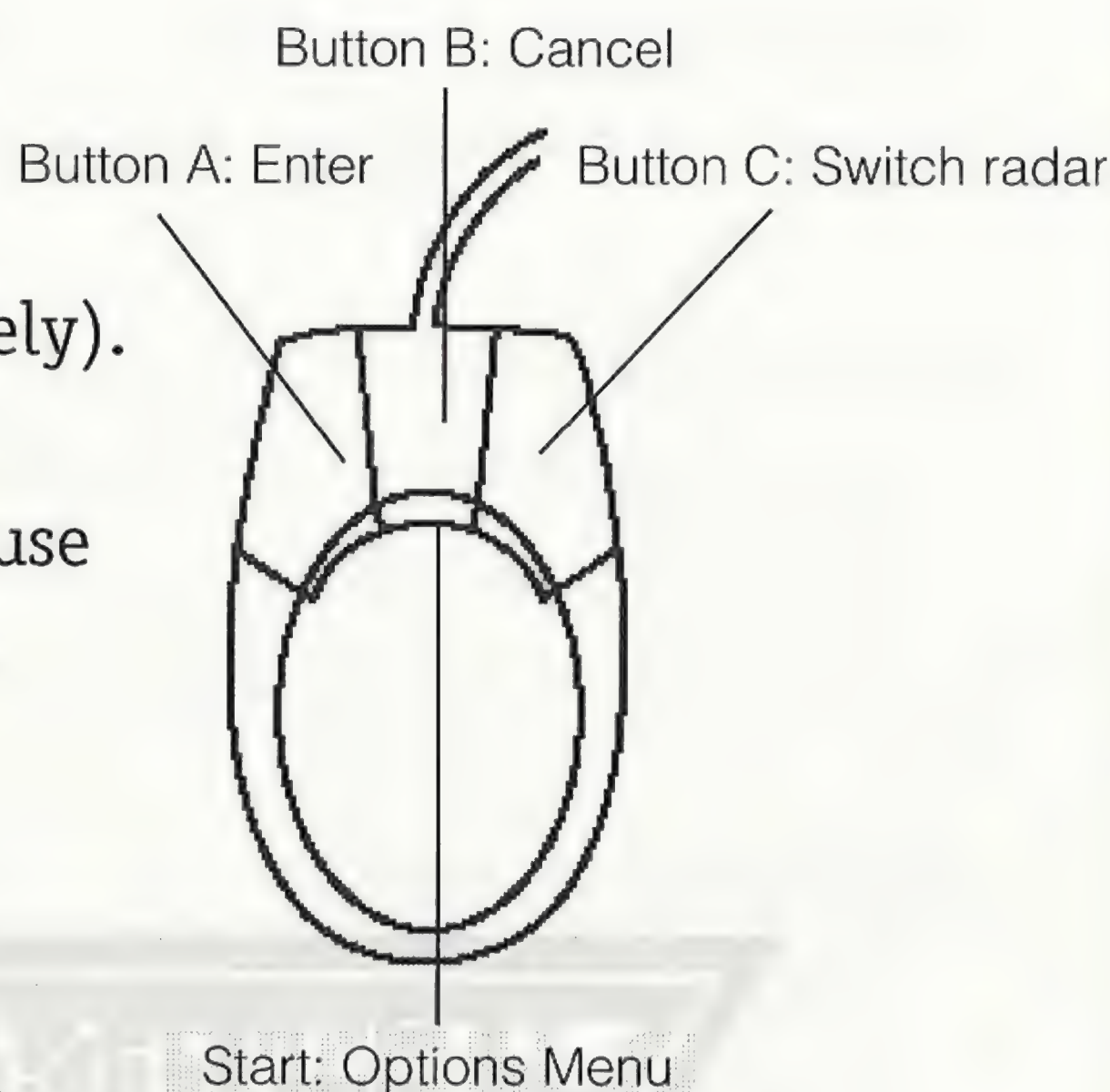
Button X, Y, & Z

These buttons are used to temporarily change the speed of cursor movement. Holding down a button changes the cursor speed. Releasing the button returns to the previously set speed.

HEIR OF ZENDOR

The Mouse

Heir of Zendor can also be played with the Saturn Mouse (sold separately). Always remember to turn the power off before connecting the Saturn Mouse to the Sega-Saturn control terminal. Complete details are given in your Saturn Mouse User's Manual.



MOVING THE SATURN MOUSE

Move the Mouse to select menu items, move the cursor, select and deploy ships, and move the ships on the screen.

Start Button

Use this to start the game.

Button A

Use this to finalize commands and tactics.

Button B

Use this to open the main menu in the Combat Mode or to cancel menu commands or tactics.

Button C

A quick click switches between short-range and General Radar. Hold down to display full-screen radar; release to return to the previous screen.

DEPLOYMENT MODE

DEPLOYMENT MODE

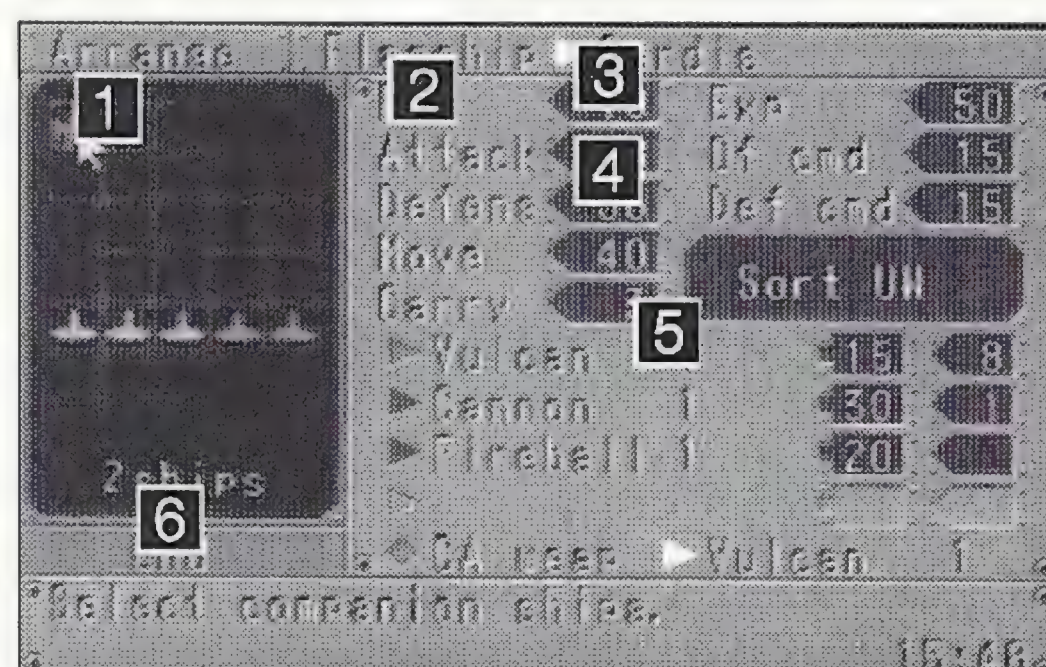
After the scenario, you will switch to "Deployment Mode", which allows you to deploy your ships for battle, obtain information about your forces, select weapons, verify the objective, and change the game settings.

Deploy Ships

Selecting this switches you to the "Unit Selection Screen", allowing you to deploy your forces for battle.

UNIT SELECTION SCREEN

- 1 Currently selected ship.
- 2 The category of the selected ship.
- 3 Name of the selected ship.
- 4 Info about the selected ship (*An explanation of the codes used to give ship reports is given on page 18.*).
- 5 Armament of the selected ship (*see page 19, "Armament Data"*).
- 6 End ship deployment.



HEIR OF ZENDOR

Report

This command gives you info about any ship on the screen. To get info about a ship, place the cursor over that ship. When finished, press Button B to return to the Deployment Menu.

SHIP REPORT CODES

To get info about a ship's characteristics and armament in Deployment Mode, use the "Select Ship" or "Report" command. To get this info in Combat Mode, use the "Report" command. Each unit's attributes are given numerically (see below). Armament is described on page 19.

- 1 **Edr** (Endurance) The ship's endurance. When it falls to zero, that ship is destroyed and removed from the map.
- 2 **Atk** (Attack) The ship's offensive strength.
- 3 **Def** (Defend) The ship's defensive strength.
- 4 **Mov** (Movement) The ship's mobility.
- 5 **Cap** (Carrying capacity) The number of weapons carried by a ship.
- 6 **Exp** (Experience) Pilot experience level.
- 7 **Ofc** (Offensive command) Offensive strength when deployed in formation.
- 8 **Dfc** (Defensive command) Defensive strength when deployed in formation.
- 9 Shows the ship's current armament.



Armament

This menu allows you to select the weapons for each ship. Selecting this brings up the "Unit Selection Screen". To arm a ship, move the cursor over it and press Button C (or Button A on the Mouse) to switch to the "Weapons Selection Screen". If you don't make a selection, the ship will be armed with its default complement of weapons.

ARMAMENT DATA

- 1 The category of the selected unit.
- 2 The name of the selected unit.
- 3 The weapons available to the ship.
- 4 The name of the highlighted weapon.
- 5 Highlighted weapon's effect.
- 6 Parameters of highlighted weapon.
- 7 Weapons currently carried by the ship (the number and type will depend on the type of ship and experience).
- 8 End weapon selection.



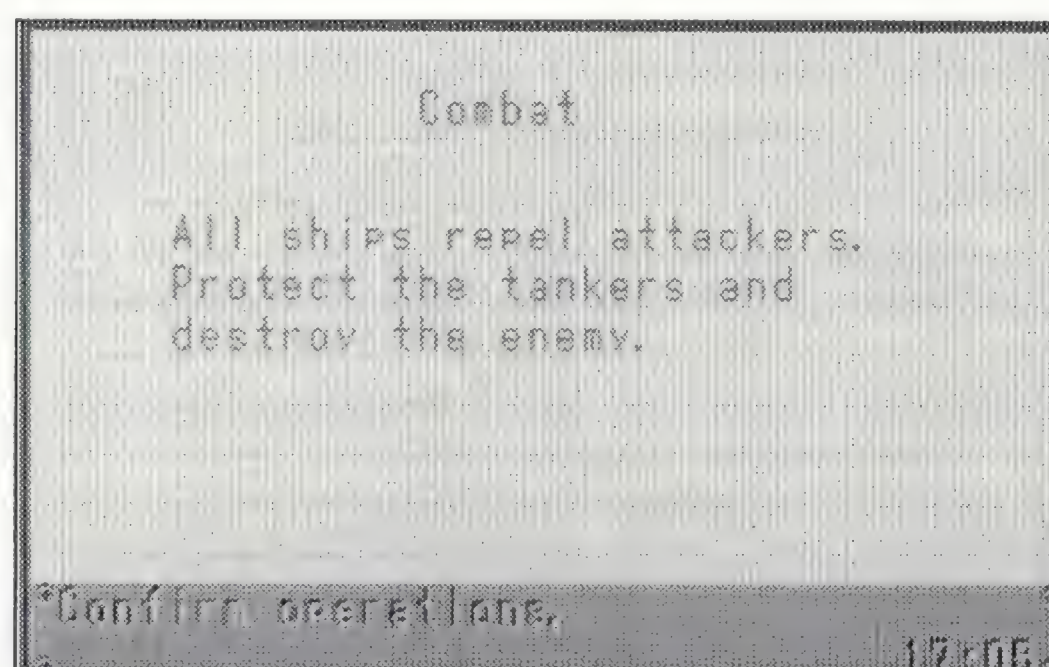
CHANGING WEAPONS

Select "Weapons" from the Deployment Menu. In the "Unit Selection Screen," move the cursor over the unit whose armament you wish to change and press Button C (or Button A on the Mouse). In the "Weapon Selection Screen," move the cursor over the weapon that you want to change 7 and press Button C (or Button A on the Mouse). Next, select a new weapon from among the available weapons 3. Now move the cursor to select any of the available weapons 3, and press Button C (or Button A on the Mouse). After the change or the addition has been made, select "End" 8.

HEIR OF ZENDOR

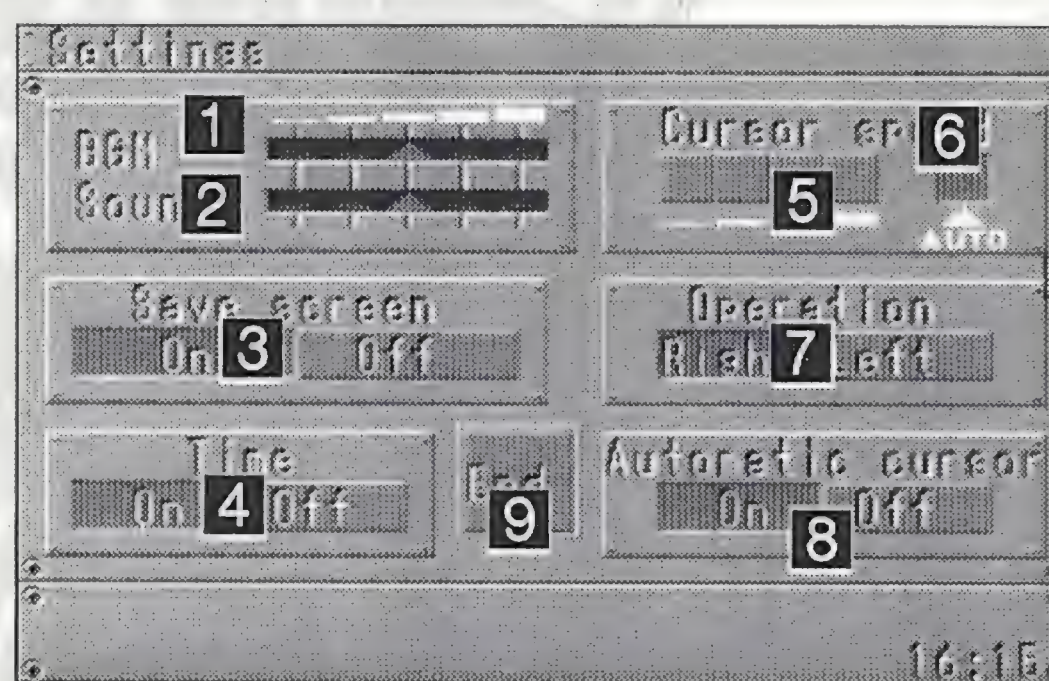
Objective

Pressing this will display your combat objective for the current stage. However, depending upon the scenario and status of the game, sometimes a stage will be cleared even if the objective is not fulfilled. You can check your current objective at any time using the "Objective" command on the Main Menu.



Settings

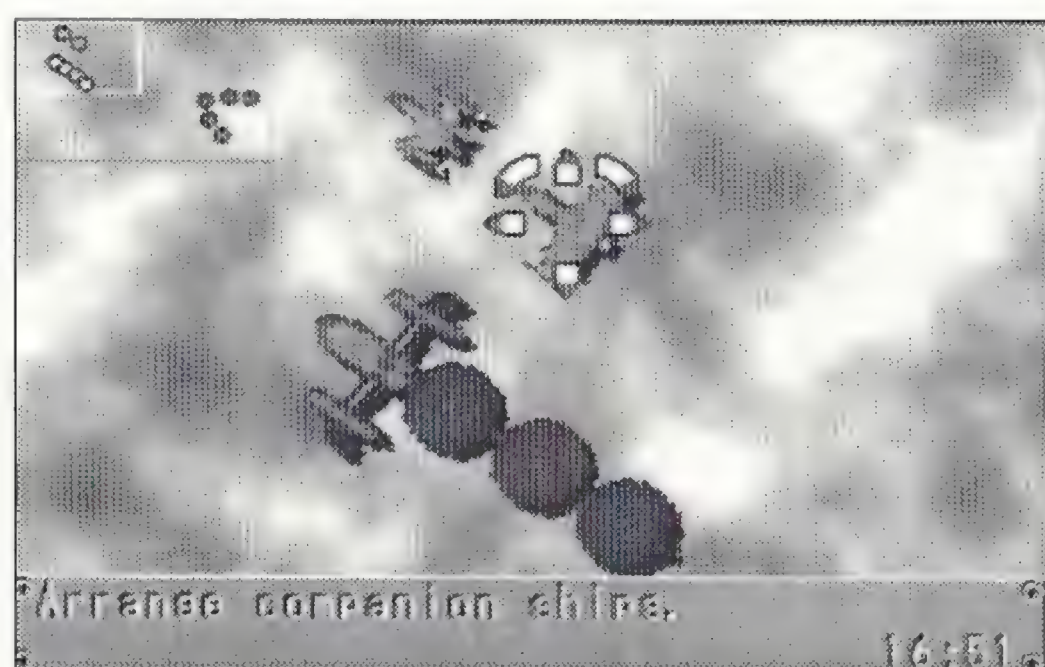
This command displays and allows you to change the current settings (cursor speed, sound volume, etc.).



- 1 Changes the volume of the BGM (background music).
- 2 Changes the volume of the sound effects.
- 3 Switches the screen-saving feature (screen freeze function) off/on.
- 4 Switches the clock display off/on.
- 5 Changes the cursor speed.
- 6 Sets cursor speed to auto count. If you are using the Control Pad, holding down the Directional Pad will increase your cursor speed. If you are using the Mouse, moving it faster will also increase the cursor speed.
- 7 Switch between operations for righthanded/lefthanded players. If you are using the Control Pad, the cursor will move in the opposite direction of the Directional Pad. For the Mouse, this switches between "Button C" and the "Button A" for viewing radar.
- 8 Turns automatic cursor movement off and on.
- 9 Closes the Settings screen and returns to the command menu.

Engage Enemy

Select "Engage enemy" after you have deployed all your ships for the scenario. After selecting this, you will automatically enter "Combat Mode".



Deploying Units

After you have selected your ships on the "Unit Selection Screen", the screen switches automatically to the "Deployment Map". A rectangular outline defines the area for deploying ships. No ships may be deployed outside the rectangle. When a ship is selected, the screen switches to the "Deployment Map".



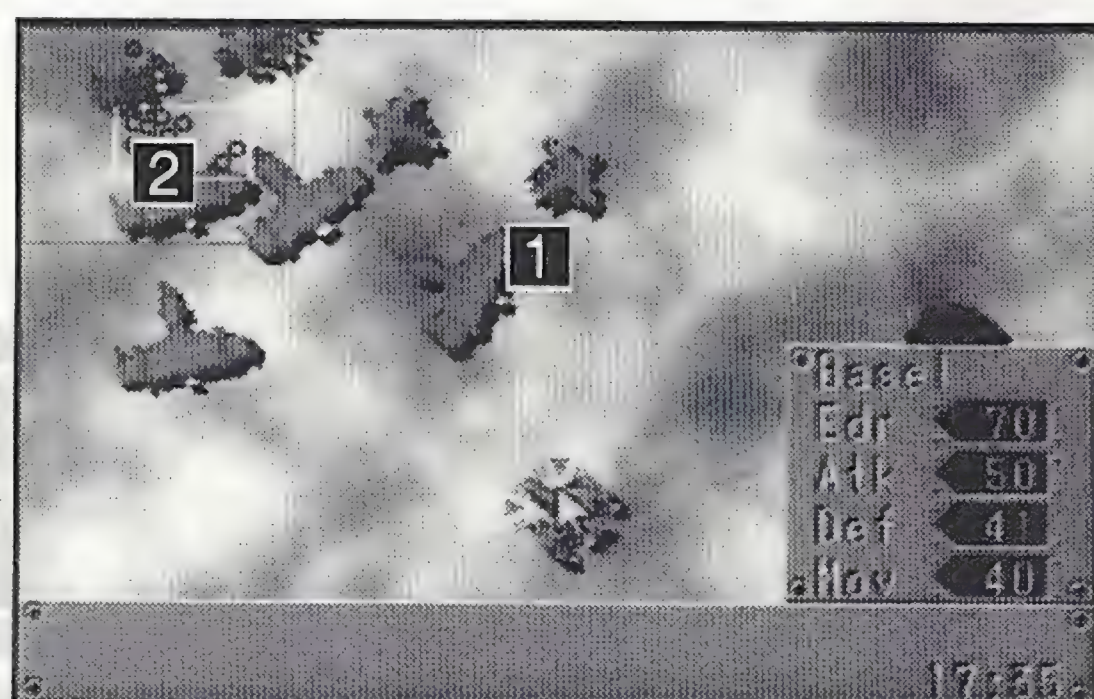
If using a Control Pad, position your ships in the desired location using the Directional Pad, and use the Left or Right Shift Buttons to change the direction the unit is facing. A red "X" mark will be shown over ships which are placed outside the rectangle or on top of another ship. If using the Mouse, you can also drag ships to where you want to deploy them. After a ship has been deployed, place the cursor over the arrow icon and press Button A until your ship is facing in the desired direction.



COMBAT MODE

After the units are deployed in the "Deployment Mode", the screen switches back to the "Combat Mode". Here allied and enemy forces will be locked in battle until the conditions for clearing the stage are met.

- 1 Move the Cursor with the Directional Pad to the unit to be operated.
- 2 General Radar



The engagement is subdivided into turns. At the beginning of a turn, the allied units move and attack (Player phase), then the enemy acts (Enemy phase). When each side has acted, that turn is finished and the next begins. When a NPC (non-player's character) participates in the battle, his or her turn comes after the Player phase.

MAIN MENU

Press Button B to display to the Main Menu. Here you can end a phase or set up an engagement. Use the Directional Pad to move the cursor and Button C (or Button A on the Mouse) to lock in the choice. Use Button B to return to the Combat Screen.

Turn Over

This command ends the Player phase and allows the Enemy or NPC phase to begin.

Select Ship

You can obtain information on friendly ships. Non-participating units or units which have already moved are highlighted. Place the cursor over an unit who has not yet moved and press Button C (or Button A on the Mouse) to display "Maneuver Menu".

Report

Use this to obtain information on each ship. Getting information from friendly ships is described on page 18, "Ship Report Codes".

Objective

Use this command to display your combat objective for the current stage.

Self-destruct

Use this command to quit the current scenario and return to the starting point.

Settings

Use this command to display and change current game settings (see page 20).

HEIR OF ZENDOR

MANEUVER MENU

From the "Combat Mode," you can access the "Maneuver Menu" by moving your cursor over a friendly ship and pressing Button C (Button A on the Mouse). The "Maneuver Menu" screen gives you a view from directly behind the selected ship. From this perspective you can observe the location of allied and enemy ships, maneuver the ship, and fire its weapons.

- 1 Maneuver Menu. Shows commands that can be issued from this screen.
- 2 Currently selected ship.
- 3 Name of the selected ship.
- 4 Data about the selected ship.
- 5 Weapons mounted on the selected ship.
- 6 Compass. The red gauge shows the bearing of the selected ship.
- 7 Short-range radar.



The Maneuver Menu only shows the commands which can be used by the selected ship. The "Cloak" and "Unveil" commands only apply to "Stealth Cruisers." Use the Directional Pad to select a menu command, then press down Button C (Button A on the Mouse). An "E" signifies that a ship has ended or completed its action.

Move

This command allows you to move a ship to the desired location. A ship can be moved forward or backward, sideways left or right, or rotated left or right, until the mobility allowance for that ship has been expended. When the M (Mobility) drops to zero, that ship can no longer be moved during that turn. At the beginning of the next turn, each unit will begin with a full allowance. Use the Directional Pad to select "Move" from the Maneuver Screen, then press Button C (or Button A on the Mouse). You may then use the Control Pad or the Saturn Mouse to execute the following operations.

MOVING SHIPS WITH THE CONTROL PAD

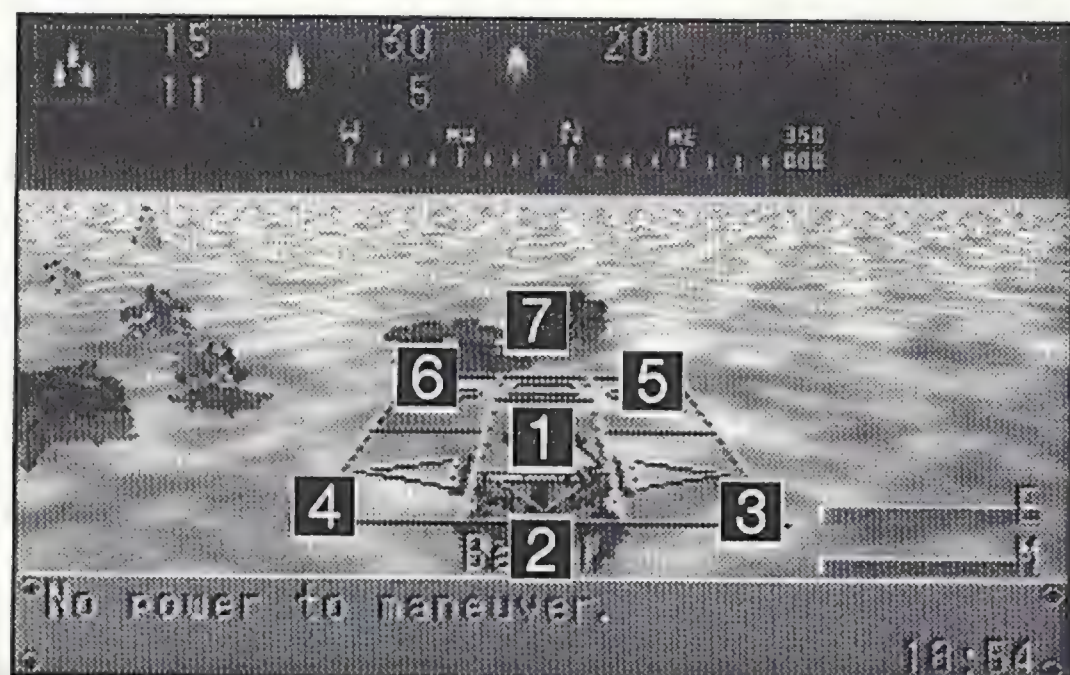
Directional Pad: Up	Move ship forward
Directional Pad: Down	Move ship backward
Directional Pad: Right	Displace ship right
Directional Pad: Left	Displace ship left
Left Shift Button	Rotate bearing to the left
Right Shift Button	Rotate bearing to the right
Button B	Cancel a movement and restore the original position
Button C	Finalize a movement

HEIR OF ZENDOR

MOVING SHIPS WITH THE MOUSE

You can use the Mouse to move ships as follows:

- 1 Move a ship forward.
- 2 Move a ship backward.
- 3 Move a ship sideways to the right.
- 4 Move a ship sideways to the left.
- 5 Rotate a ship to the left.
- 6 Rotate a ship to the right.
- 7 Lock in a movement.



CANCELING MOVEMENTS

Locked-in movements may be canceled anytime before going to the next menu, by pressing Button B to reverse the movements for that turn and return the ships to their original positions. An exact reversal of forward movement will restore the movement allowance, but only for the amount used for the forward motion. However, a ship marked by an E ("End") can no longer be moved and may not have its movement canceled.

Attack

Attack enemy ships, obstructions, and traps.

When you bring your ships within firing range of the enemy, a message will be displayed and the command "Attack" will be added to the "Maneuver Menu." When you execute an attack, a dialog box will ask you what weapon to use. Choose the weapon with the cursor and press Button C (or Button A on the Mouse). This causes a gun sight to appear on the screen. Use the Direction Button to move the gun sight. When the gun sight is lined up on a potential target, a message will appear and the current endurance factor of that target will be displayed.



USING THE MOUSE IN AN ATTACK

Use the Mouse to aim at an enemy target as follows:

- 1 Move the gun sight to the right.
- 2 Move the gun sight to the left.
- 3 Attack the enemy.



Stand-by

End your individual ship's turn.

HEIR OF ZENDOR

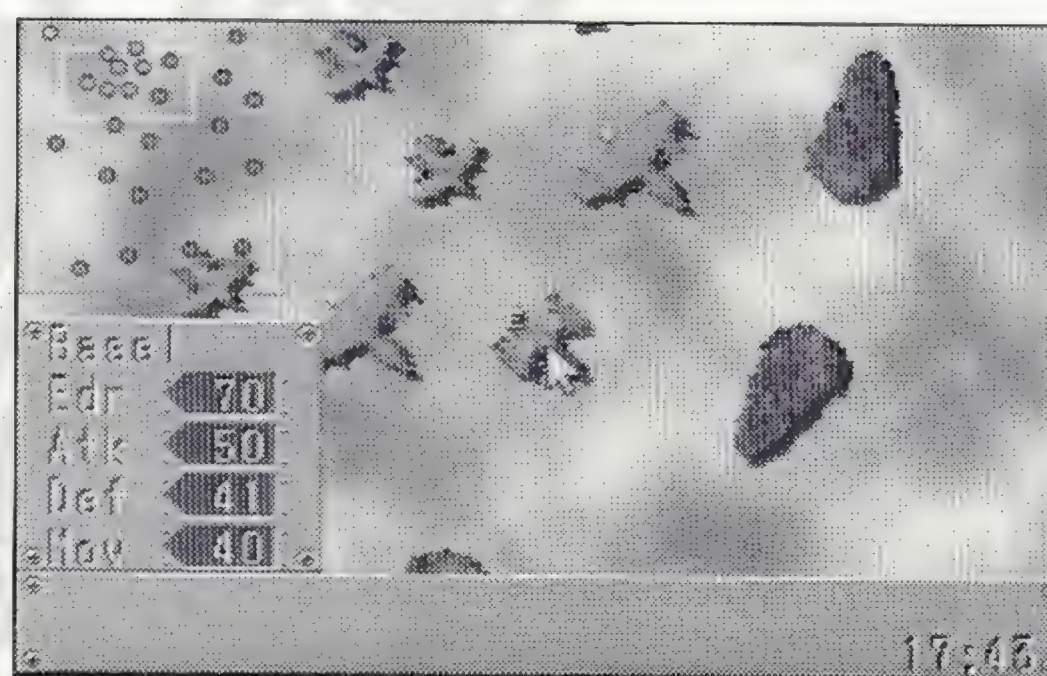
Weapon

Use this command to select the weapon that will be used in a counterattack (when one of your ships comes under attack by an enemy ship, it will automatically return fire if possible). However, if the selected weapon has expended its ammunition, it will not be able to return fire. Area-effect weapons cannot be used for a counterattack.



Formation

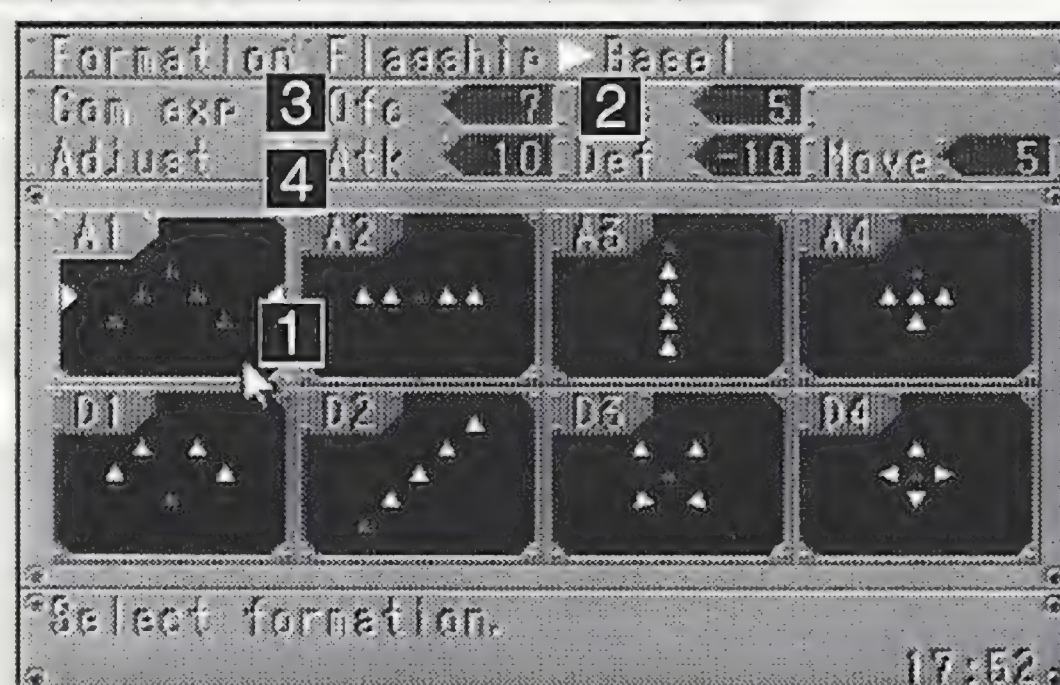
When the flagship is selected, the "Formation" command will be added to the Maneuver Menu. This allows you to create a formation of several ships (see page 29) that will act in concert with the flagship. The ships locked into formation will be marked with the formation symbol. Parameters such as Offensive Capability, Movement Capability are automatically adjusted for ships in formation.



CREATING A FORMATION

To create or modify a formation, place your cursor over the flagship and select "Formation" from the Maneuver Menu. When the Formation screen appears, place your cursor over one of the formations and press Button C (or Button A on the Mouse). The selected formation will be created automatically, centered on the flagship, beginning with the ships closest to the formation-building site.

- 1 Currently selected formation.
- 2 Name of flagship.
- 3 Experience value of formation.
- 4 Adjusted values for the ships in formation.



Break

Use the "Break" command to breakup the current formation so that all the units may move independently.

Leave

Use the "Leave" command to free ships from the formation so that they can be moved independently.

Turn

Use this command to rotate the bearing of ships in a formation.

HEIR OF ZENDOR

Cloak

Use this to "Unveil" your Stealth cruisers.

Unveil

Use this to "Unveil" your Stealth cruisers.

Repair

Use this to repair damaged ships. If a Cargo ship is available in the stage and the damaged ship is within range, the "Repair" command will be added to the menu. *(Note: you cannot make repairs to the Cargo ship itself.)*

COMMANDS AT A GLANCE

COMMANDS AT A GLANCE

Deployment Menu

Deploy Ships	Select and deploy ships
Report	Obtain info about each ship on the map
Armament	Select the armament for each ship
Objective	Shows the conditions for completing the stage
Settings	Reset cursor speed and other parameters
Engage Enemy	Begin the battle with the enemy

Main Menu

Turn over	End one combat phase
Select Ship	Display Maneuver Menu
Report	Obtain info about each ship on the map
Objective	Shows the conditions for completing the stage
Self-destruct	Forces stage to end
Settings	Reset the cursor speed and other parameters

Maneuver Menu

Move ("Move")	Move a ship
Attack ("Attack")	Attack an enemy unit
Stand-by ("Std-by")	Wait for completion of ship maneuver
Formation ("Form")	Select a formation (Flagship only)
Break ("Break")	Break formation (Flagship only)
Leave ("Leave")	Break formation (Other ships)
Weapon ("Weapon")	Select weapon
Cloak	Invisible cruising (Stealth cruisers only)
Unveil	End radar invisibility (Stealth cruisers only)
Repair ("Repair")	Repair damage (Any ship except a Cargo ship)

RADAR SCREENS

Full-screen Radar

To switch to the full-screen radar from the Deployment screen, the Combat screen, or the Maneuver screen, hold down Button A (Button C on the Mouse). Release the button to return to the previous screen. Use the full-screen for observing developments throughout the combat zone (position and size of friendly, enemy, and NPC forces, etc.).

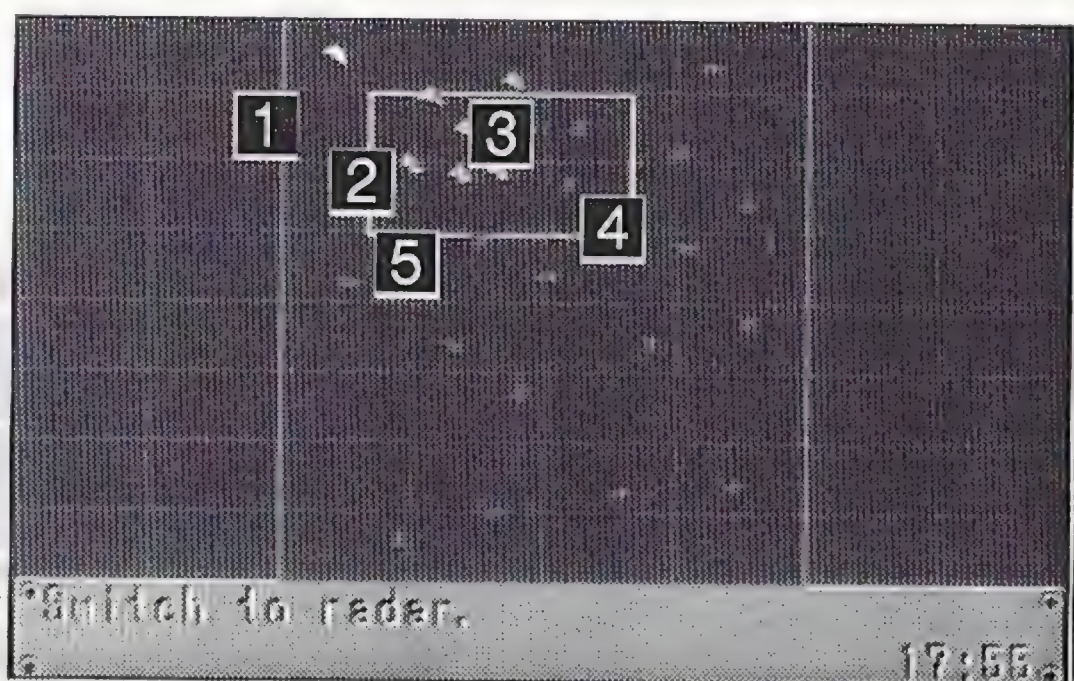
1 Outer limit of the combat zone.

2 Zone currently shown on the screen. Use the Directional Pad to move this. When you return to the previous screen, the newly defined zone will be displayed. *(However, this can't be moved from the Maneuver screen).*

3 Zendorian ships. (blue)

4 Enemy ships. (red)

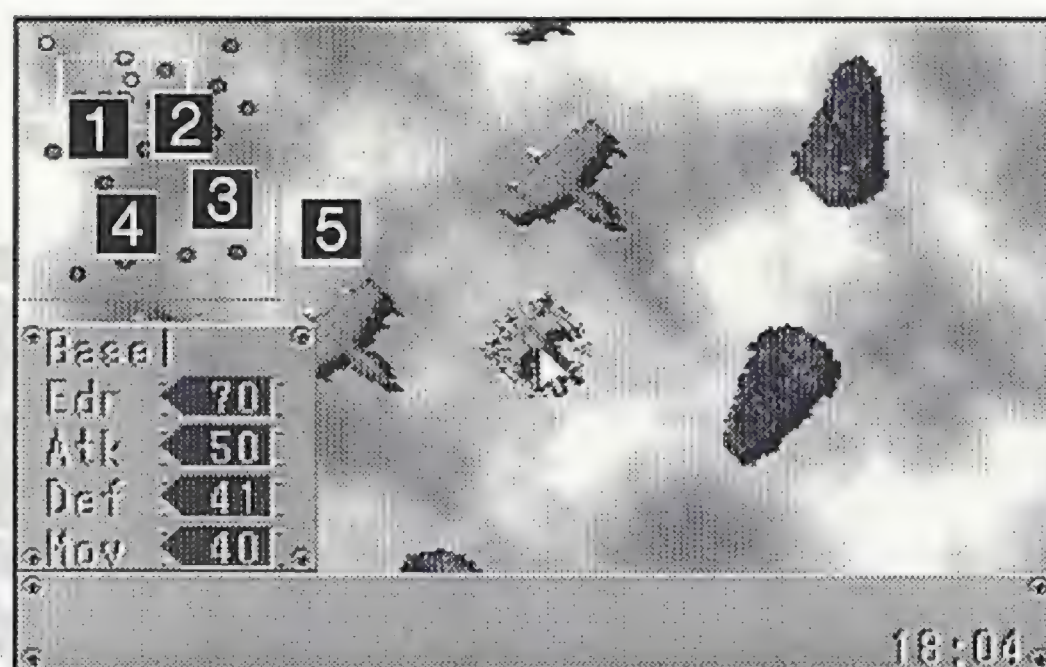
5 Structures or NPC ships. (yellow)



General Radar

You can access the “General Radar” from the Combat Mode by tapping Button A (or Button C with the Mouse). When you tap Button A (or Button C) again, the screen will disappear. The General Radar shows you what’s happening in the combat zone, but it doesn’t show the direction that the ships are facing.

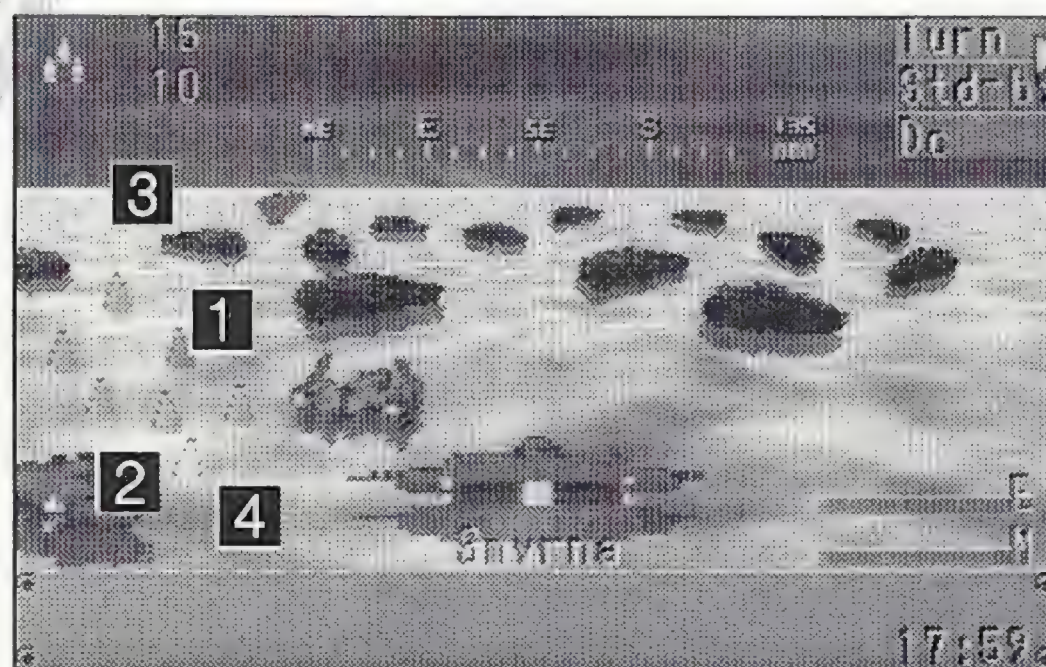
- 1 Border of the combat zone.
- 2 Zone currently shown on the screen. It moves together with the displayed zone.
- 3 Zendorian ships. (blue)
- 4 Enemy ships. (red)
- 5 Structures or NPC ships. (yellow)



Short-range Radar

Tapping the Button A once (or Button C using the Mouse) while in the Combat Mode makes the “Short-Range Radar” appear. Tap the button again to make it disappear. Use the short-range radar to observe the vicinity around the ships as you move them.

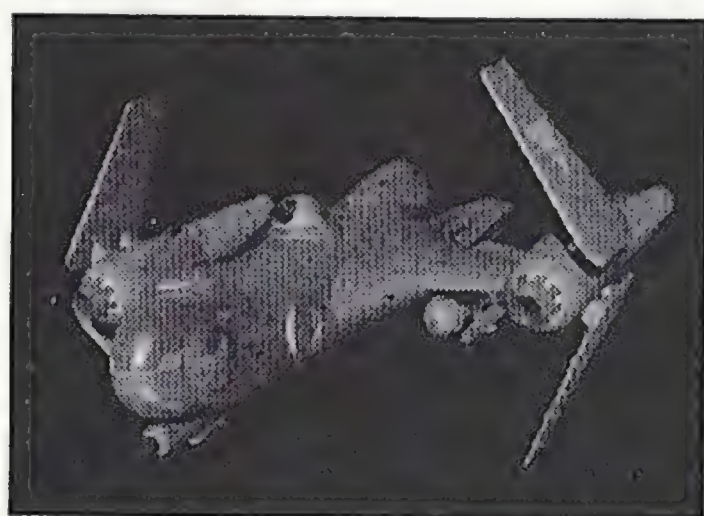
- 1 Ships currently underway.
- 2 Zendorian ships. (blue)
- 3 Enemy ships. (red)
- 4 Structures or NPC ships. (yellow)



MAJOR WARSHIPS

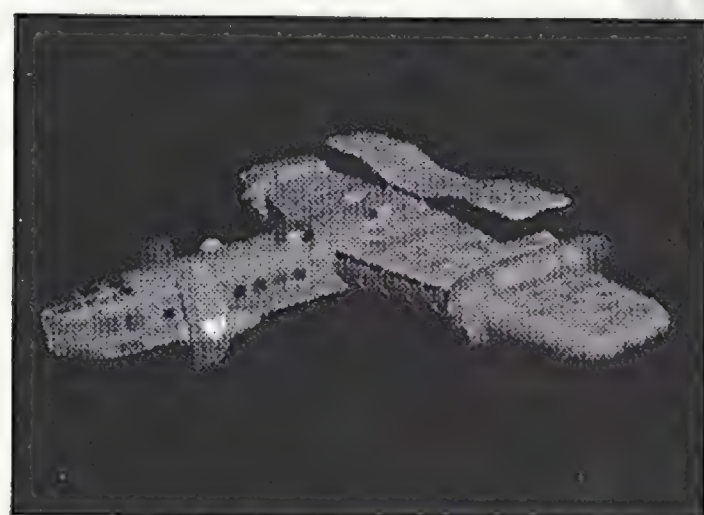
The type of ships at your disposal will change depending on the scenario.

Flagship (ZENDORIAN)



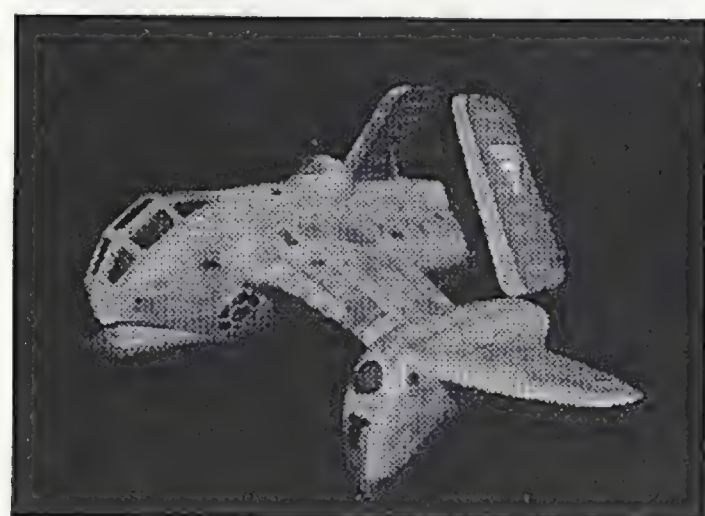
Carries the communications and control systems needed to form the nucleus of the Zendorian Squadron.

Patrol craft (ZENDORIAN)



Highly mobile, excellent for diversionary tactics.

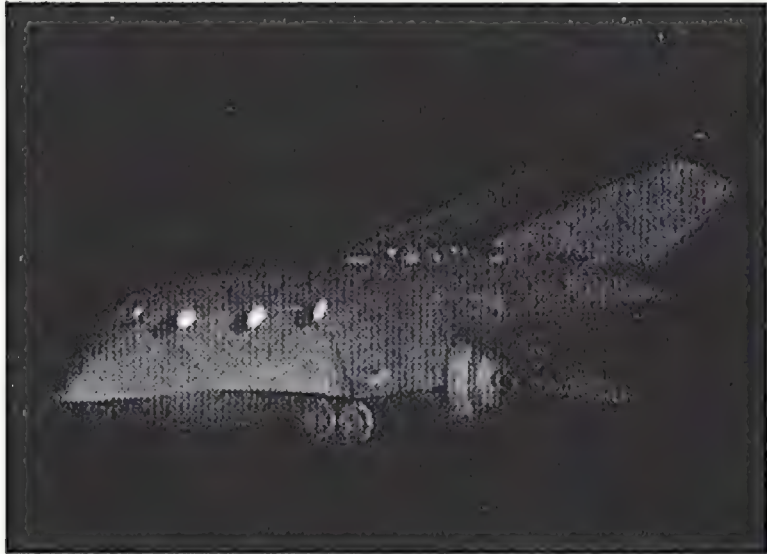
Light cruiser (ZENDORIAN)



Combines speed and offensive power.

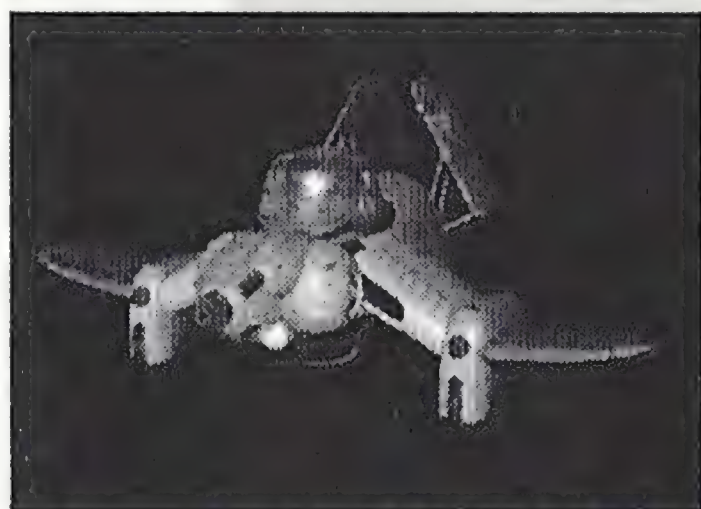
MAJOR WARSHIPS

Heavy cruiser (ROYAL FLEET)



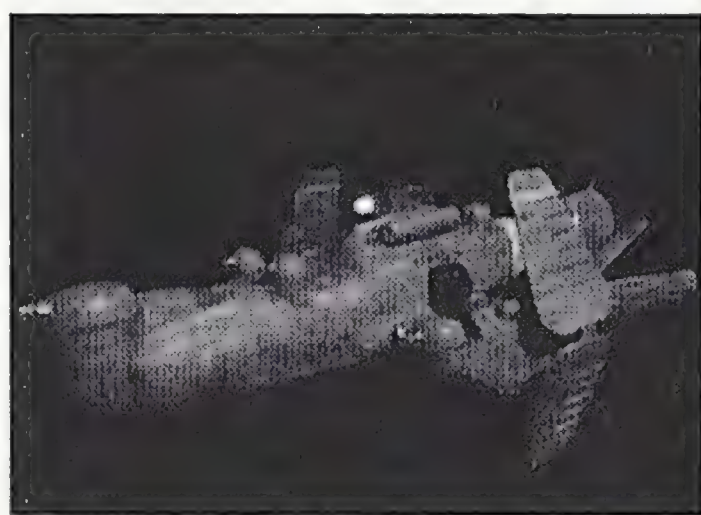
A powerful strategic weapon, fully armed for both defense and offense.

Fighter (ZENDORIAN)



A versatile craft with both defensive and offensive capabilities.

Stealth cruiser (ZENDORIAN)



This craft is invisible to enemy radar when "Cloaked".

Cargo ship (ROYAL FLEET)















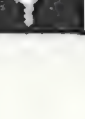


This craft repairs damaged ships.

WEAPONS LIST

WEAPONS LIST

The weaponry available to each ship will change depending on the scenario.

WEAPON		Patrol Craft	Stealth cruiser	Light Cruiser	Heavy Cruiser	Fighter	Flagship	Availability for counter-attack
Vulcan "Vulcan"		✓		✓	✓	✓	✓	Yes
Cannon "Cannon"				✓	✓	✓	✓	Yes
Auto-cannon "A. cannon"					✓	✓	✓	Yes
Homing cannon "H. cannon"				✓	✓	✓	✓	Yes
High explosive cannon "HE. cannon"					✓	✓	✓	No
Fragmentation cannon "F. cannon"					✓	✓	✓	No
Missile "Missile"			✓	✓	✓	✓	✓	Yes
Rocket launcher "Rocket"			✓		✓	✓	✓	Yes
Homing missile "H. missile"			✓		✓	✓	✓	Yes
Burst missile "B. missile"			✓		✓	✓	✓	No
Fireball "Fireball"		✓		✓	✓	✓	✓	Yes
Fire launcher "F. launch"		✓		✓	✓	✓	✓	Yes
Fire bomber "F. bomber"					✓	✓	✓	No
Thunder cannon "T. cannon"				✓	✓	✓	✓	Yes
Thunderstorm "T. storm"					✓	✓	✓	No

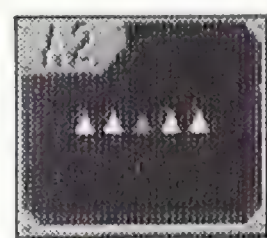
FORMATION TYPES

The Zendorian pilots are trained in the following formations. The strengths and weaknesses of each type affect the offensive and defensive capabilities of each participating ship.

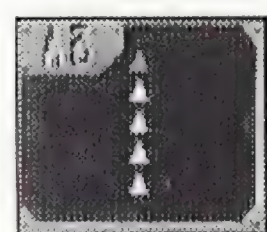
Offensive formations



A1 A powerful formation for assaulting an enemy head-on. Effective against concentrated enemy forces.



A2 Used for attacking across a broad front. Should not be used when focused firepower is necessary.

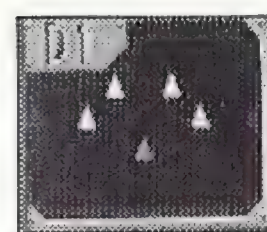


A3 Brings heavy fire to bear against a single point, but also is useful for attacking a horizontally arrayed enemy.

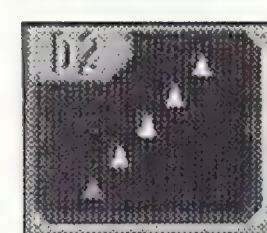


A4 Combines mobility with offensive firepower. Used for breaking through enemy formations or attacking highly mobile forces.

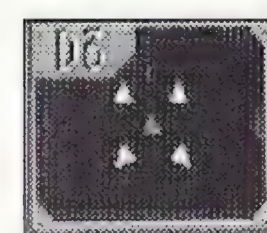
Defensive formations



D1 Good for repelling head-on attacks. Low offensive potential, but good mobility.



D2 Effective against enemies attacking head-on and from the left. Low offensive potential, but good mobility.



D3 Particularly effective against frontal assaults, but weak against attacks from the rear.



D4 Used for enemies coming from any side. Mobility is low but defensibility is high.

CREDITS

CREDITS

Producer Akihiko Murakami
Computer Graphics Ludence Inc.
Sound Design O.C.P. Pro
Music Goji Tsuno
Creation/Development Micronet Inc.
Publisher Koei Corporation



NOTES



HEIR OF ZENDOR

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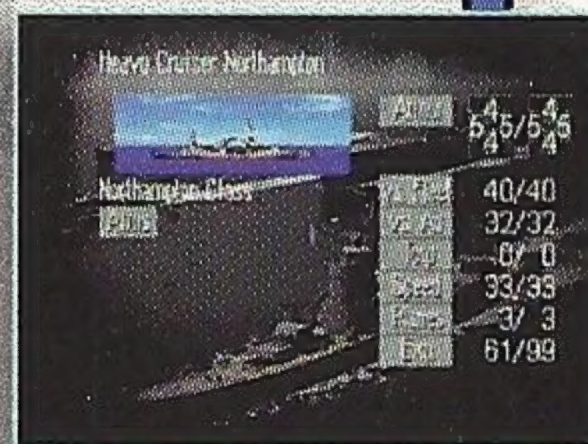
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Heavy Cruiser Northampton	HP	545/545
Northampton Class	HP	40/40
	AT	32/32
	DF	0/0
	SP	33/33
	EP	3/3
	EX	61/99



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